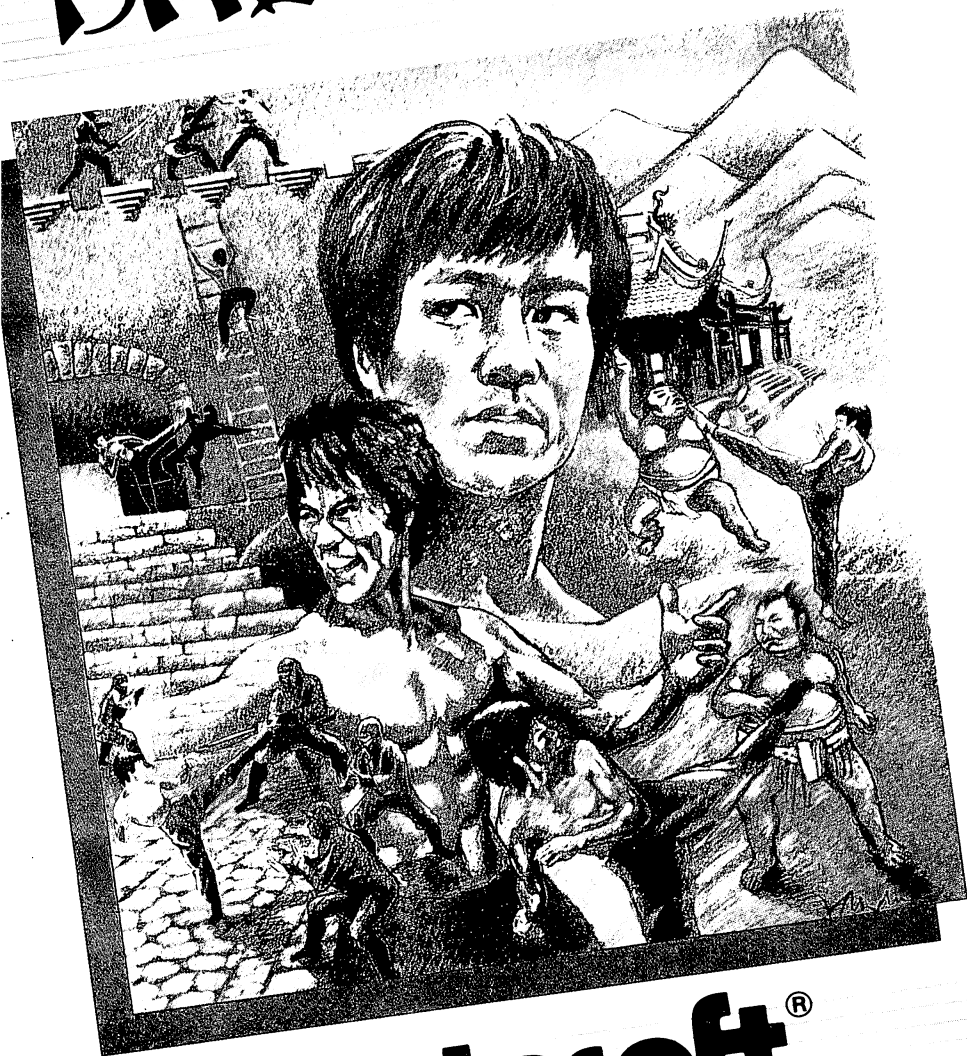# REQUIREMENTS — Commodore 64™

- Commodore 64 Computer
- Compatible disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

DISKETTE LOADING

1. Turn off your computer and remove all cartridges.
2. Connect joystick(s). (Two joysticks are necessary for one player vs. opponent and two players vs. opponent games.)
3. Turn on the power to your screen and disk drive.
4. Insert the BRUCE LEE diskette with the label side facing up and close the drive door.
5. Turn on the computer. When READY appears on the screen, type **LOAD"*",8,1** and press RETURN. BRUCE LEE will load and run automatically.

GAME CONTROLS AND INDICATORS

NUMBER OF PLAYERS   Press the f3 key to indicate the number of players.

PLAY AGAINST THE COMPUTER OR AN OPPONENT   Press the f5 key to indicate whether the player who is "up" as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (f3) and the computer/opponent indicator (f5):

> **ONE PLAYER VS. COMPUTER**—You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.

> **ONE PLAYER VS. OPPONENT**—You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish.

> **TWO PLAYERS VS. COMPUTER**—You and another person take turns being Bruce, competing against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player takes a turn using the joystick in port 2, competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

> **TWO PLAYERS VS. OPPONENT**—You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. (Do not switch joysticks!) The computer keeps track of each player's score.

BEGIN PLAY by pressing either the f7 button on the computer or the joystick button.

PAUSE the game by pressing the SPACE BAR. Press the SPACE BAR (or the player up can press his joystick button) to resume play.

QUIT GAME and go to title page by pressing f1.

REQUIREMENTS — Atari® Home Computer Systems

- Atari Home Computer with 32K RAM
- Compatible disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

DISKETTE LOADING

1. Turn off your computer and remove all cartridges.
2. Turn on the power to your TV or video monitor and disk drive #1.
3. When the red "drive busy" light turns off, insert the Bruce Lee diskette and close the drive door.
4. Now turn on the computer. The disk will load automatically.

GAME CONTROLS AND INDICATORS

JOYSTICK Connect a joystick to port #1 for player one; connect a joystick to port #2 for player two.

NUMBER OF PLAYERS Press the OPTION key to indicate the number of players.

PLAY AGAINST THE COMPUTER OR AN OPPONENT Press the SELECT key to indicate whether the player who is "up" as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (OPTION) and the computer/opponent indicator (SELECT). (See C-64 instructions.)

**BEGIN PLAY** by pressing either the START button on the computer or the joystick button.

PAUSE the game by pressing the SPACE BAR. Press any key to resume play.

LEFT-HAND JOYSTICK CONTROL

From the options page (Commodore) or during the game (Atari), press L and give the joystick a quarter turn clockwise. This allows you to press the fire button with your right thumb. To go back to right-hand control, press R and give the joystick a quarter turn counterclockwise. (Player Two can change the control of the joystick in port 2 by pressing SHIFT L and SHIFT R.) An L in the upper left corner of the screen indicates left-hand joystick control for Player One. When there is a Player Two or "opponent", an L in the upper right indicates left-hand joystick control for that player.
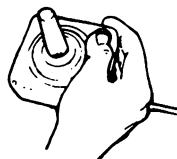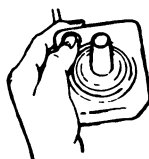
LEFT-HAND   **RIGHT-HAND**

RUN left and right by moving the joystick left and right.

KICK by pressing the joystick button while you are running. You will deliver a kick in that direction.

CHOP by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

LEAP to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.

JUMP to take a lantern or to grab on to a vine.

CLIMB up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down, and across it by moving the joystick left or right.

DUCK to avoid a blow from the Green Yamo or the ninja by pulling the joystick down. (Bruce can duck, but the Green Yamo cannot.)

INDICATORS are shown on the top line of the screen. From left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

POINTS

Lantern	125	Knocking out ninja	200
Chopping ninja or Yamo	100	Knocking out Yamo	450
Kicking ninja or Yamo	75	Destroying wizard	3000
Entering new room	2000	Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 points after that) you get an extra Bruce Lee.

CREDITS

Programming by Ron J. Fortier
Concept by Ron J. Fortier and Kelly Day
Graphic art by Kelly Day
Documentation by Ingrid Holcomb

BRUCE LEE

An opulent, mysterious, and perilous fortress is the setting as Bruce Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. The only way to get from one room to the adjoining room is to jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you'll see when your exit is possible.) Hint: You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Thoughout your search for the wizard, you are attacked by the ninja brandishing their *bokken* sticks. Even more dangerous is the Green Yamo, who runs after you and delivers crushing kicks. Duck and run away to foil their attempts to harm you, then come back kicking and chopping — the Green Yamo can survive only three blows and the ninja can survive only two. Take as many lanterns and cover as much ground as you can before these foes reappear.

To get around each room, you can climb vines (up, down, or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge, and jump down from a ledge without injury.

Hazards and traps await you in rooms close to the wizard's chamber. You must avoid electrical charges passing through gaps between ledges, *pan* lights streaming across the floor, and exploding *t'sung-lin* (bushes) appearing from nowhere.

When you finally reach the wizard, keep away from the fire balls streaming from his eyes. Press the button which destroys the wizard — and his fortunes are yours! Enjoy them, because your next foray into the fortress will be more difficult!

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